

FIG. 1

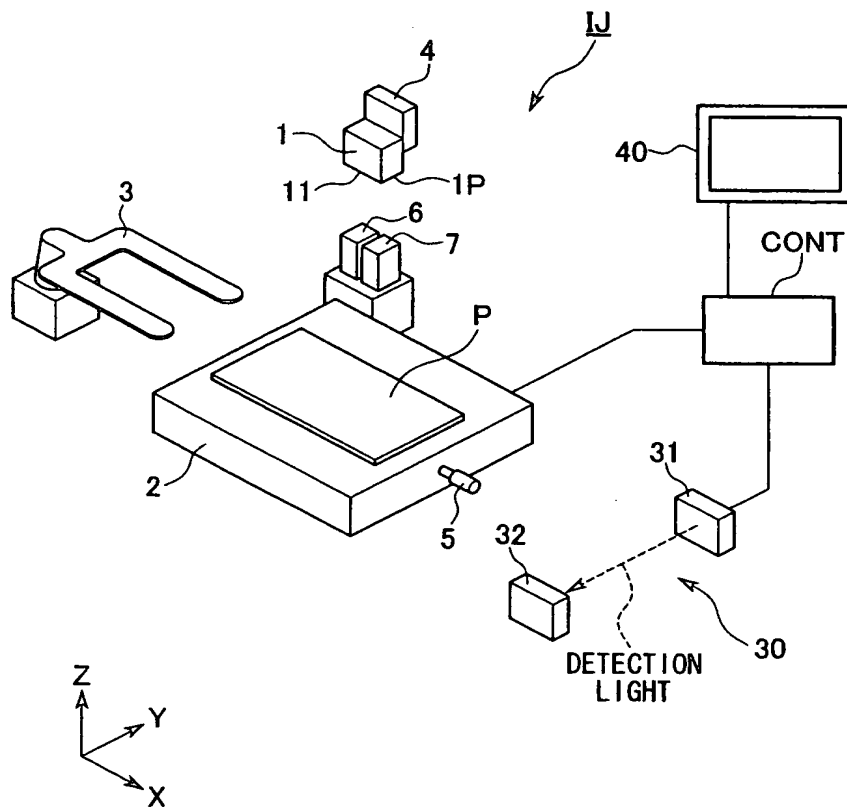
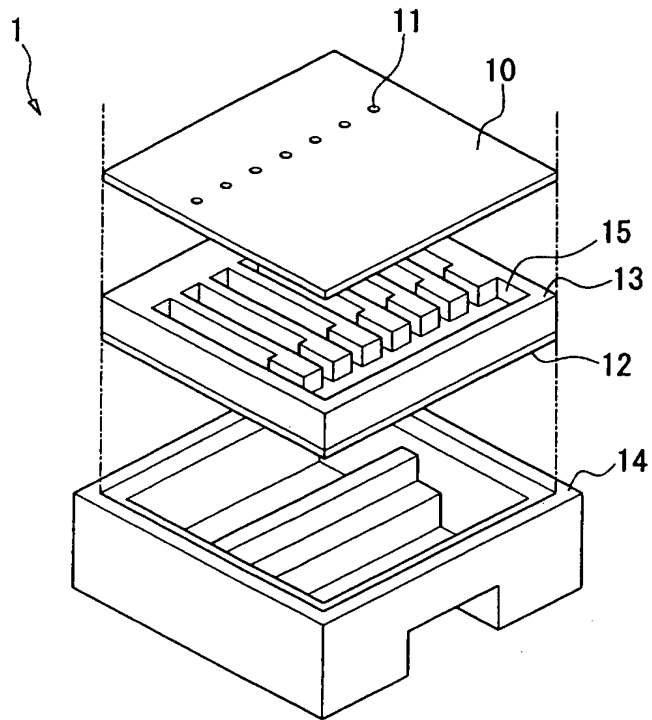


FIG. 2





4/17

FIG. 4

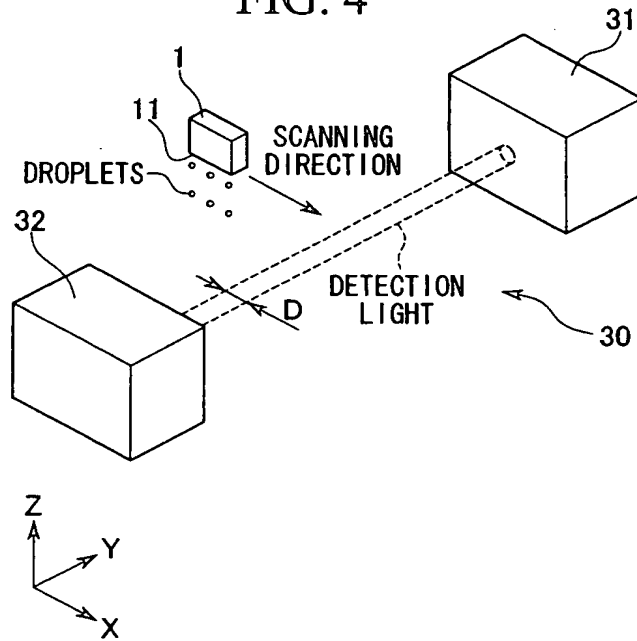


FIG. 5

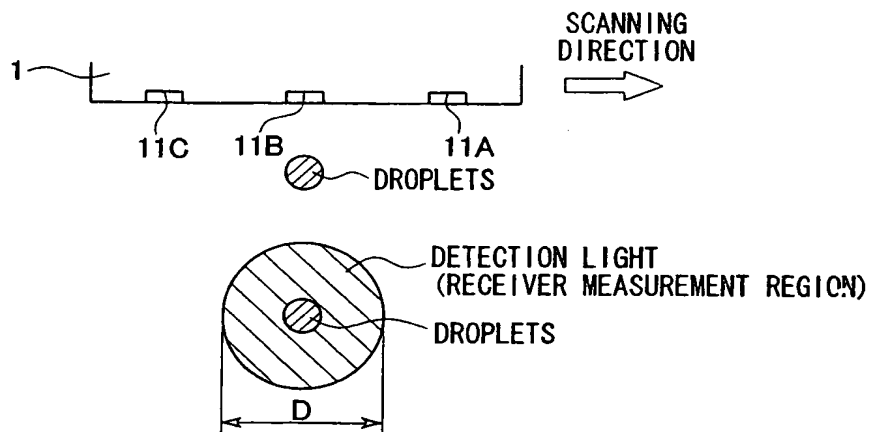
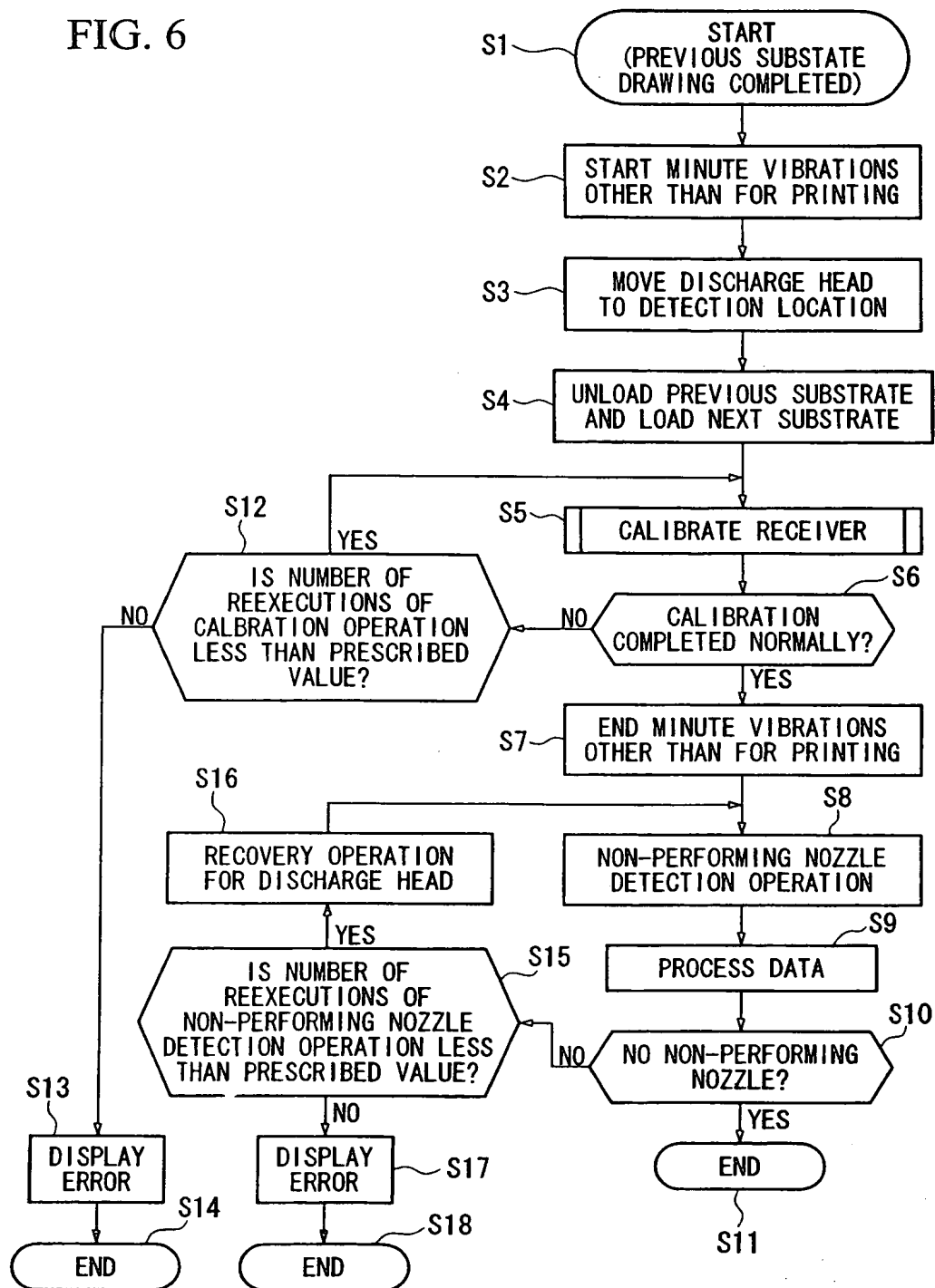


FIG. 6



6/17

FIG. 7

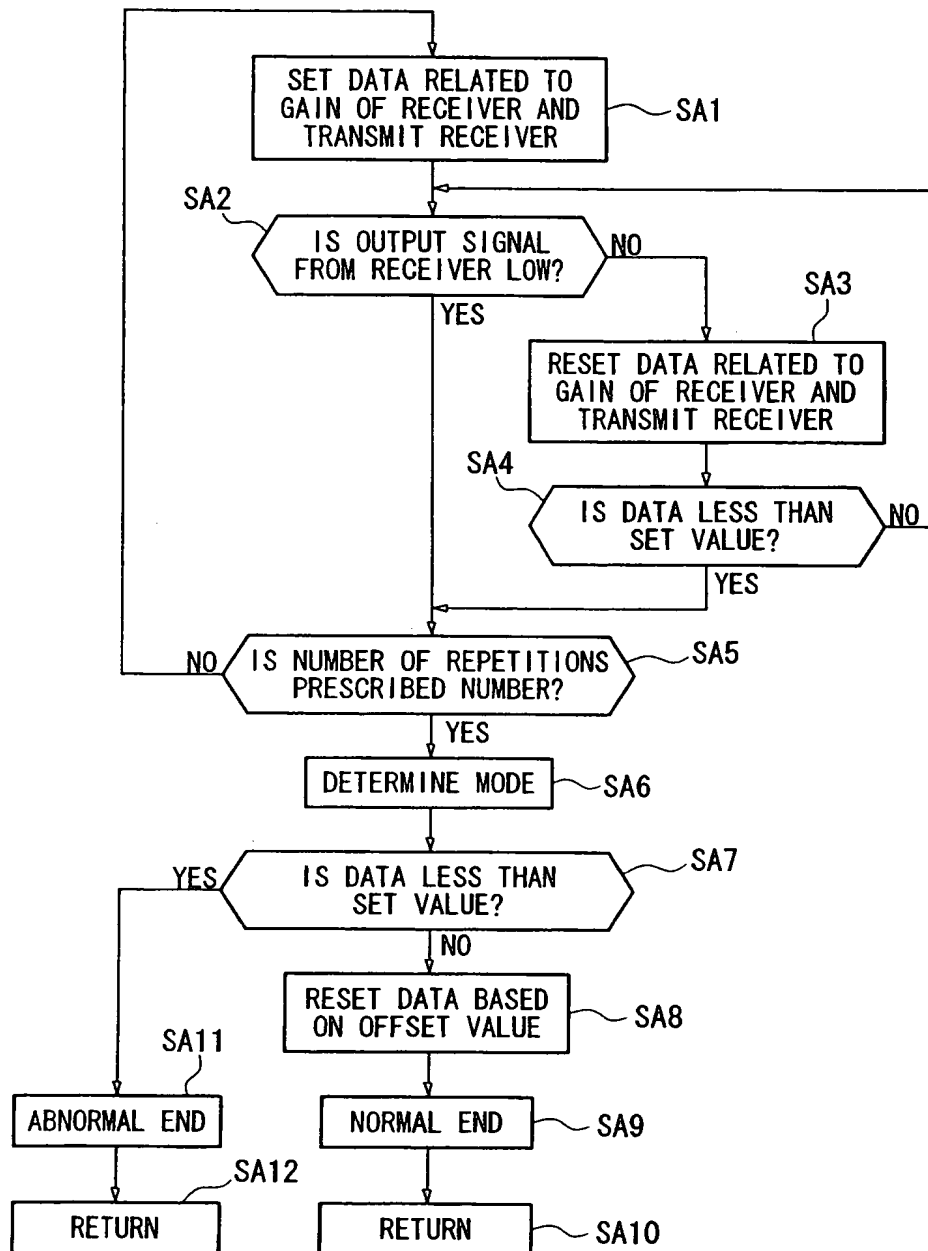


FIG. 8A

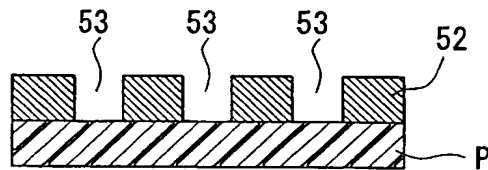


FIG. 8B

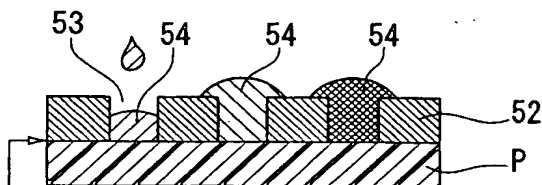


FIG. 8C

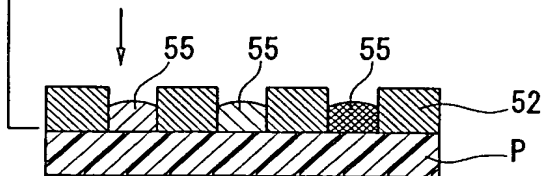


FIG. 8D

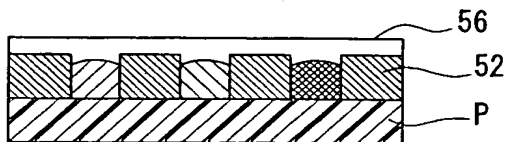


FIG. 8E



FIG. 8F

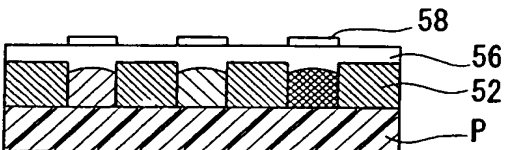


FIG. 9

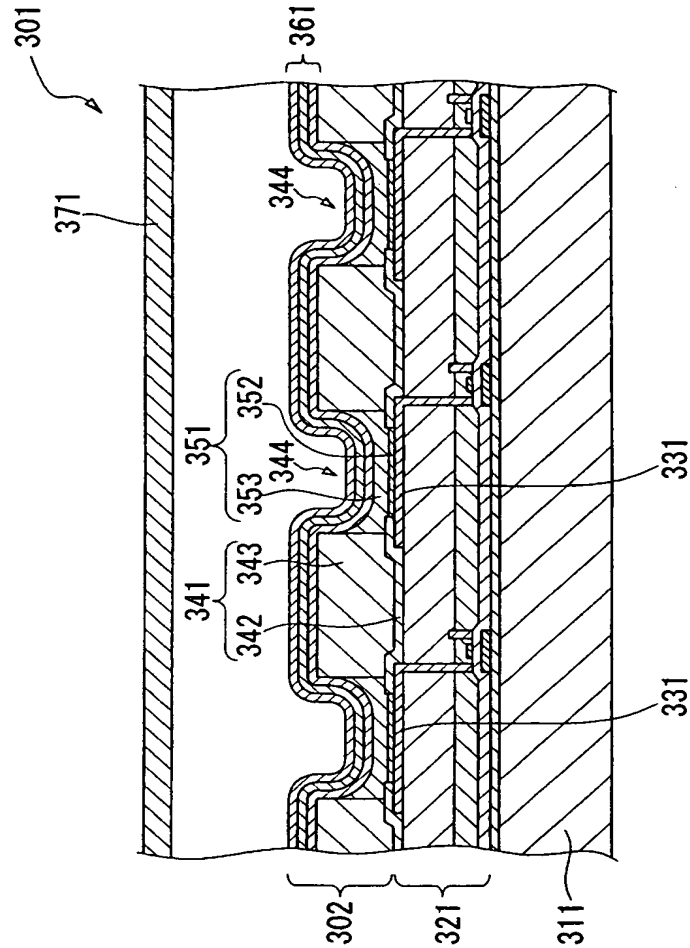
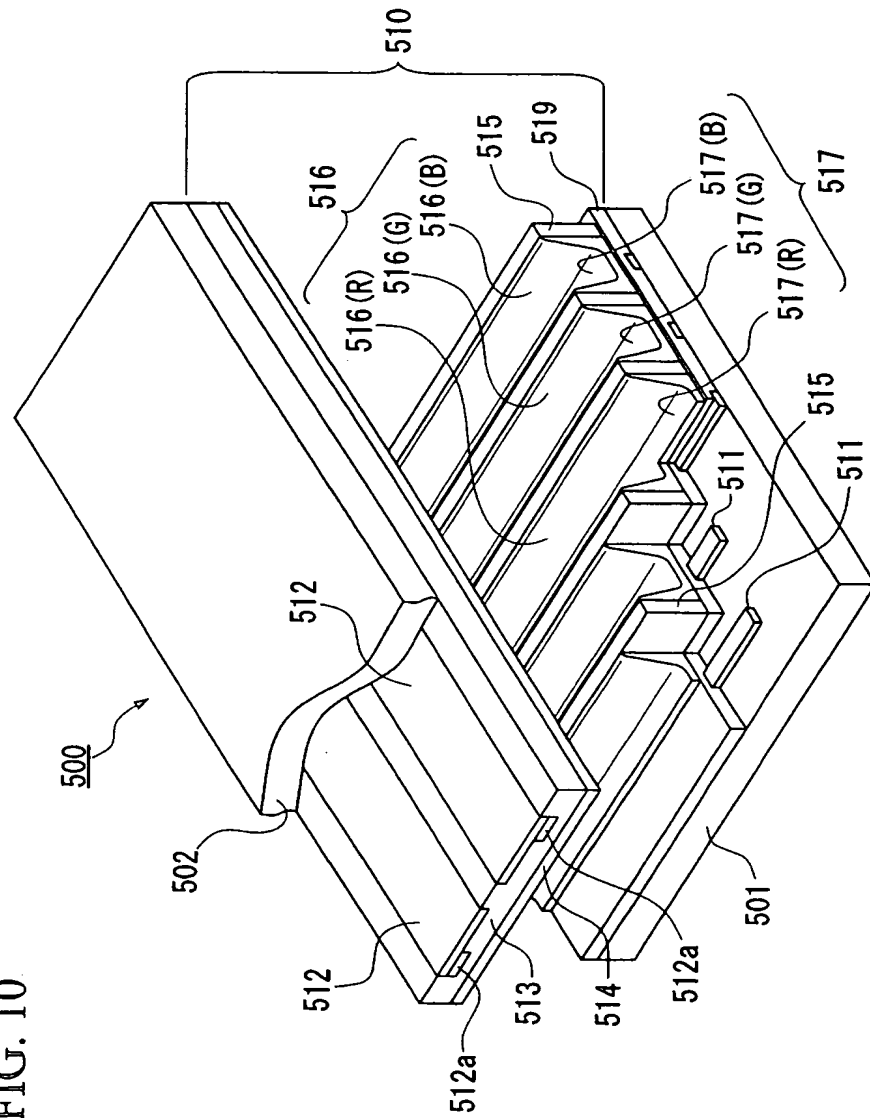




FIG. 10



10/17

FIG. 11

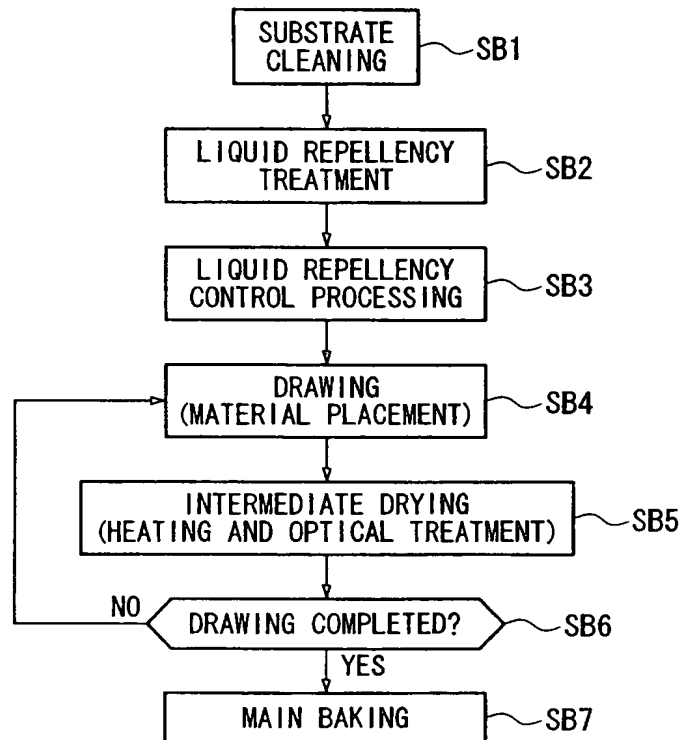


Figure 1 is a schematic diagram of a display panel layout. The panel is divided into three vertical sections labeled 11A, 11B, and 11C, each containing a grid of pixels. A BITMAP is shown as a vertical strip on the right. Dimensions L, S, C, and R2 are indicated. A coordinate system (X, Y) is shown at the bottom right.

The diagram illustrates a pixel array structure. It shows three columns of pixels, labeled 11A, 11B, and 11C, each corresponding to a specific bit in a bitmap. The pixels are arranged in a grid, with each pixel having a unique address (e.g., 11A, 11B, 11C). The diagram also shows the corresponding bitmaps (R1, R2, R3) for each column. The bitmaps are represented by a grid of cells, where each cell contains a value (e.g., 1 or 2). The diagram is labeled with 'PIXEL' and 'BITMAP' to indicate the components. The label 'P' is also present on the right side of the diagram.

FIG. 13A

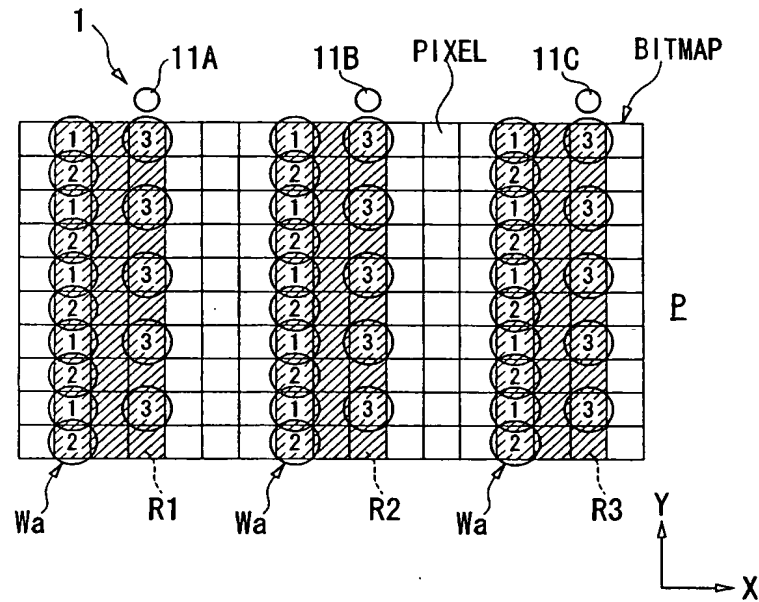


FIG. 13B

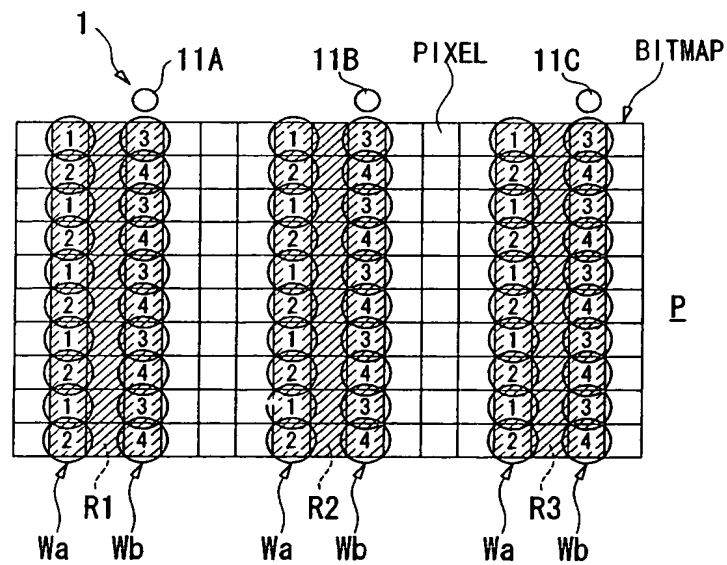


FIG. 14A

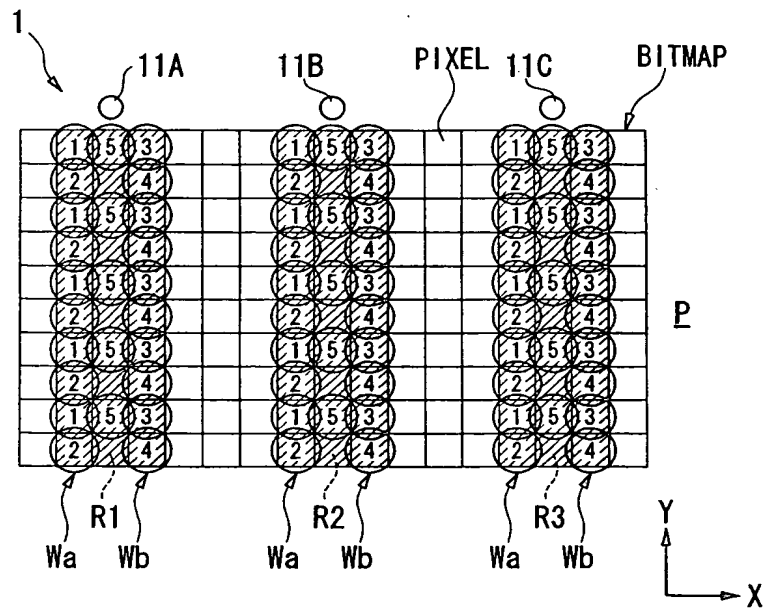


FIG. 14B

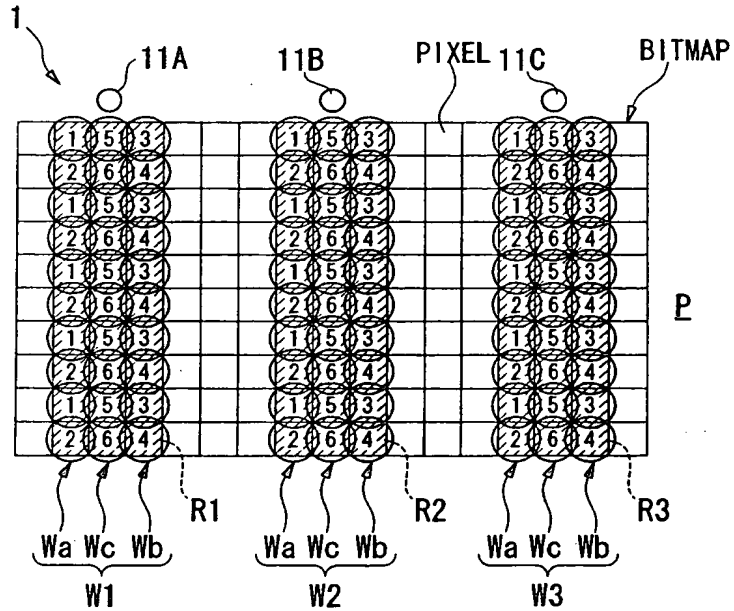


FIG. 15A

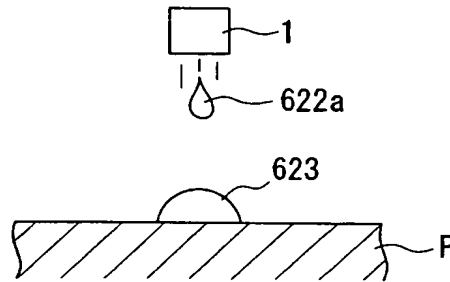


FIG. 15B

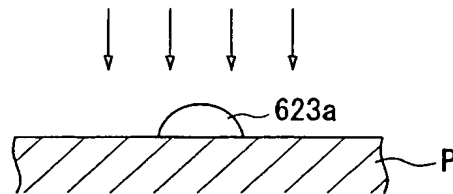


FIG. 15C

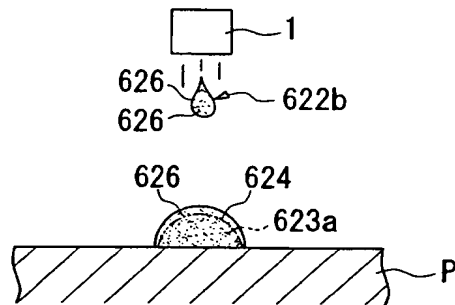


FIG. 15D

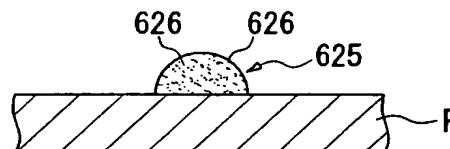


FIG. 16A

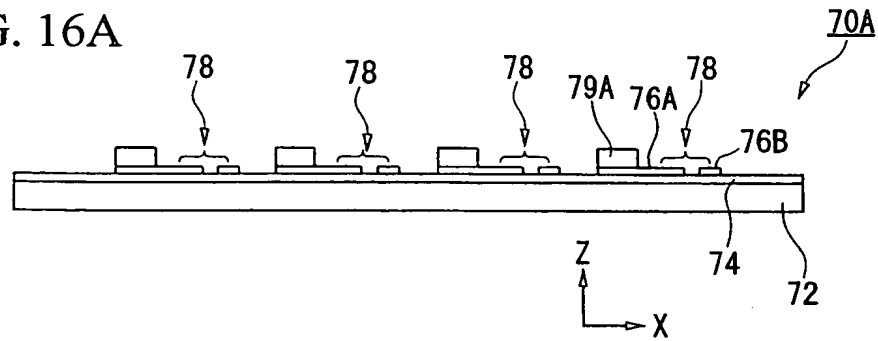


FIG. 16B

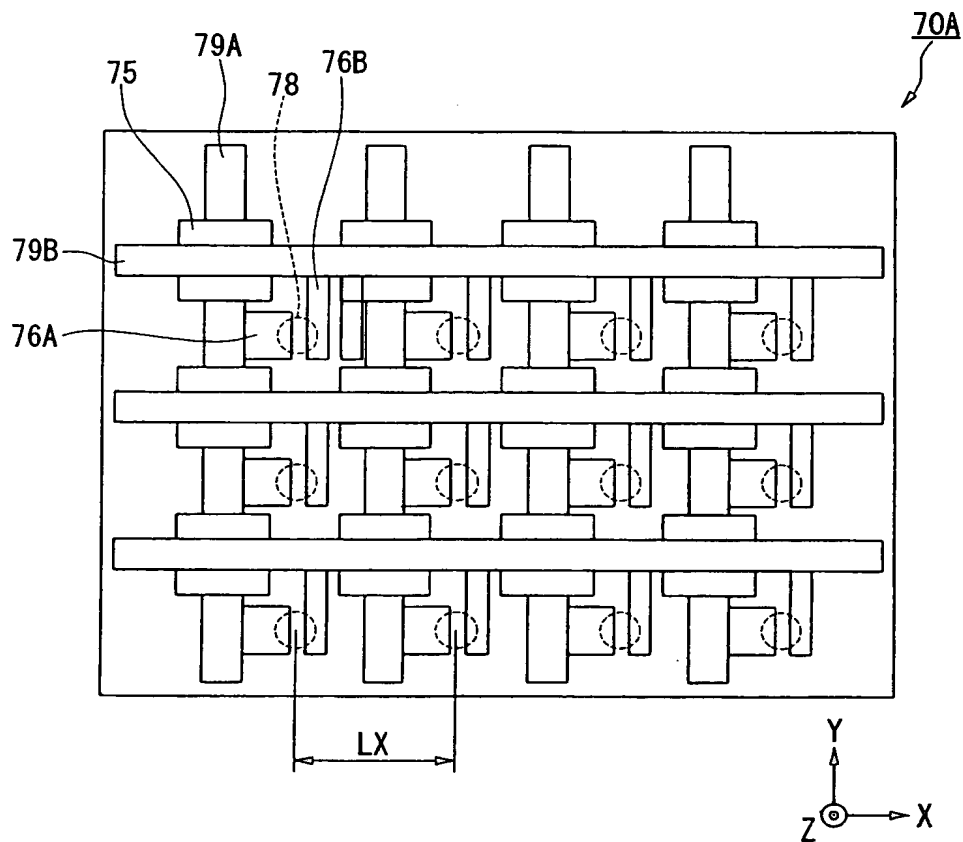


FIG. 17A

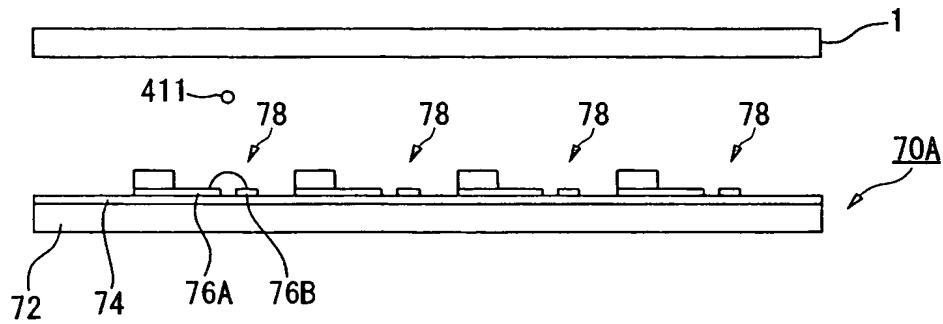


FIG. 17B

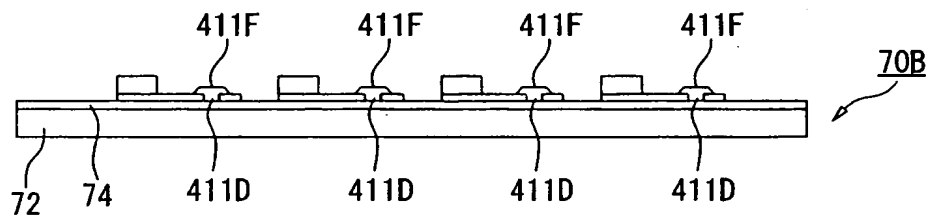


FIG. 17C

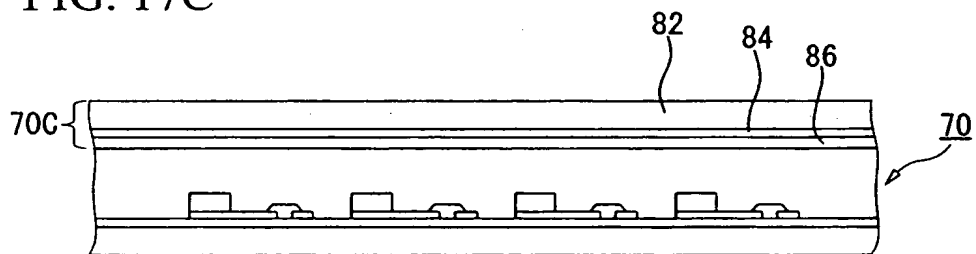




FIG. 18A

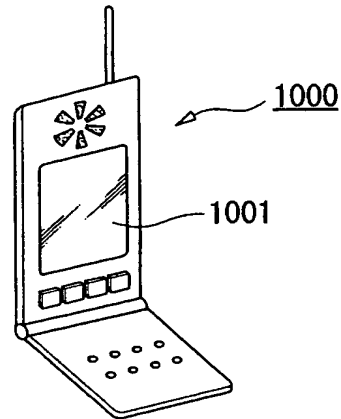


FIG. 18B

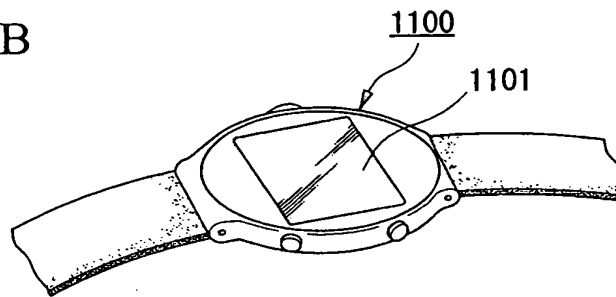


FIG. 18C

